

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

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1. (original) A method of processing data in a distributed computing environment wherein a client and a server process data, the method comprising sending the server from a first place where it communicates with the client, through the distributed computing environment towards a second different place to perform data processing therefrom.

2. (currently amended) A method according to claim 1 ~~including~~ further comprising freezing incoming calls for data processing to the server at the first place ~~whilst~~ while it is being sent from the first place to the second place, and thereafter directing the frozen calls towards the second place to be processed by the server when it has become functional at the second place.

3. (currently amended) A method according to claim 2 ~~including~~ further comprising waiting for the server to complete its current processing tasks before sending it to the second place.

4. (currently amended) A method according to claim 1 ~~including~~ further comprising converting the server from an operational configuration at the first

place into a configuration suitable for transmission through the distributed environment to the second place.

5. (currently amended) A method according to claim 4 wherein the conversion comprises ~~serialisation~~ serialization of the server.

6. (currently amended) A method according to claim 1 ~~including~~ further comprising creating a proxy for the server at the first place, which controls the sending of the server towards the second place.

7. (currently amended) A method according to claim 1 ~~including~~ further comprising sending the client towards a different place in the distributed computing environment.

8. (original) A method of processing data in a distributed computing environment wherein a client and a server process data, the method comprising receiving the server sent from a first place where it communicated with the client, through the distributed computing environment, at a second different place, to perform data processing at the second place.

9. (currently amended) A method according to claim 8 wherein the server is received at the second place in a form suitable for transmission through the distributed environment, and ~~including the method further comprising~~ converting the received server at the second place into a form suitable for processing data at the second place.

10. (currently amended) A method according to claim 9 wherein the converting includes ~~deserialising~~ deserializing the server.

B 11. (currently amended) A method according to claim 8 ~~including~~ further comprising producing a proxy for the received server, at the second place.

12. (currently amended) A method according to claim 8 ~~including~~ further comprising receiving at the second place, data processing calls for the server directed thereto from the first place after the server has become operational at the second place.

13. (currently amended) A software entity operable to provide a server for a client in a distributed computing environment ~~characterised~~ characterized in that the software entity is selectively re-locatable to different places through the environment.

14. (currently amended) An entity according to claim 13, wherein the software entity is operable to function as the server at a first place in the environment and then to re-locate and function as the server at a second place in the environment.

15. (currently amended) An entity according to claim 13, wherein the software entity is operable such that data calls thereto from a client are frozen during the re-location.

16. (currently amended) An entity according to claim 13 wherein the software entity is operable to provide a proxy functional to send the server through the environment to achieve the relocation.

17. (original) An entity according to claim 16 wherein the proxy is functional to wait for the server to complete its current processing tasks before commencing the relocation.

18. (currently amended) An entity according to claim 16 wherein the proxy is operable to ~~serialise~~ serialize the server from its functional configuration into a configuration suitable for transmission through the distributed environment so as to achieve the relocation.

19. (currently amended) A software entity according to claim 13,  
wherein the software entity is stored on a storage medium.

20. (currently amended) A signal for transmission in a distributed  
computing environment wherein a client and a server process data, the signal comprising  
the server ~~serialised~~ serialized for transmission between a first place where it  
communicates with the client, through the distributed computing environment and a  
second different place to perform data processing.

21. (original) A proxy for use in a distributed computing environment  
wherein a client and a server process data, the proxy being operable to send the server  
from a first place where it communicates with the client, through the distributed  
computing environment towards a second different place to perform data processing.

22. (currently amended) A proxy according to claim 21 wherein the  
proxy is operable to freeze incoming calls for data processing to the ~~agent~~ server at the  
first place ~~whilst~~ while it is being sent from the first place to the second place, and  
thereafter to direct the frozen calls towards the second place to be processed by the server  
when it has become functional at the second place.

23. (currently amended) A proxy according to claim 21 wherein the proxy is operable to wait for the server to complete its current processing tasks before sending it to the second place.

24. (currently amended) A proxy according to claim 21 wherein the proxy is operable to ~~serialise~~ serialize the server from an operational configuration at the first place into a configuration suitable for transmission through the distributed environment to the second place.

25. (currently amended) A host provided with client and server objects for processing data in an object oriented distributed processing environment ~~characterised~~ characterized in that the server object is selectively re-locatable to different places in the environment.

26. (currently amended) A host according to claim 25 wherein the ~~mobile~~ server object is operable such that data calls thereto are frozen during the relocation.

27. (original) A host according to claim 25 wherein the server is provided with a proxy compatible with CORBA or OLE architecture.

28. (currently amended) A server object for processing data in an object oriented distributed processing environment ~~characterised~~ characterized in that the server object is re-locatable for operation at different places and is provided in use with a proxy which freezes data calls thereto during the relocation and subsequently forwards them to the moved server object.

29. (new) A method of processing data in a distributed computing environment wherein a client object and a mobile server object process data, the method comprising sending the mobile server object from a first place where it communicates with the client object, through the distributed computing environment towards a second different place to perform data processing therefrom.

30. (new) A method of processing data in a distributed computing environment wherein a client and a mobile server process data, the method comprising receiving the mobile server sent from a first place where it communicated with the client, through the distributed computing environment, at a second different place, to perform data processing at the second place.

31. (new) A software entity operable to provide a mobile server for a client in a distributed computing environment characterized in that the software entity is selectively movable to different places through the environment.

32. (new) A host provided with a client object and a mobile server object for processing data in an object oriented distributed processing environment characterized in that the mobile server object is selectively movable to different places in the environment.

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